

**GRAHAM
TAYLOR**
Soccer Challenge

Taken from Amiga-Manuals-Website

**INSTRUCTION MANUAL
FOR AMIGA & ATARI ST**

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IMPORTANT

1) No More Games

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of **Graham Taylor's Soccer Challenge** becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

*Any fool can copy software...
It takes a little more intelligence not to*

2) Virus

All **Graham Taylor's Soccer Challenge** disks are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the **disk(s)** only to **Krisalis Software Ltd.** **Krisalis** always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Always leave the disks write-protected and switch off your computer for **at least 30 seconds** before loading the game. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus-killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the **disk(s)** only enclosing a **SAE**.

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WARNING

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Any information of piracy should be passed to the Federation Against Software Theft, 0628-660377.

SECTION ONE - CLUB MANAGEMENT LOADING THE GAME THE MAIN MENU

Amiga and Atari ST

Ensure your computer is switched off before loading. Turn on the computer and insert disk one into the drive. The game will autoboot.

Upon loading you will be faced with a choice of **"NEW GAME"** or **"RESTORE"**. To continue a previously started and saved game select **"RESTORE"**, otherwise begin a new game by highlighting the text and clicking the left mouse button.

Restore

Follow on-screen prompts to continue a saved game.

New Game

Before starting the game you have the chance to alter the set-up of teams and players, to allow you to keep the league up to date.

Options include:-

Change team names /Change player names

To alter, select from the on-screen menus and use the keyboard to enter new text when prompted. Press the **"RETURN"** key when you are happy with the new game.

STARTING THE GAME

After proceeding from the set-up menu (by clicking on **"START GAME"**) you will be shown a list of Third Division teams who are currently without a manager. You may choose to join any of these. Next select whether to start with a new manager, or load previously saved career details. If starting a new manager you will be required to type in your name using the keyboard and press **"RETURN"**.

This consists of a screen of four icons as follows:-



Clicking the mouse over any of these will bring up a menu of choices, some of which may lead to a further sub-menu.

The menus for each icon are detailed below.

Players Icon

- a) Trainees
- b) Transfers
- c) Scouts
- d) Injuries /Suspensions
- e) Squad
- f) Medical records
- g) Re-negotiate Contracts

a) Trainees

As well as your main squad of players, you also have a team of trainees who may be signed to your squad, or step in to replace injured players on match day. As these players are very young and inexperienced, their skills will not match those of first team players, however, they will increase with age.

The trainee squad names are displayed on the screen. At the bottom are icons for recruiting new trainees (maximum fifteen) offering a full contract (make the trainees a first team player - over seventeen's only) releasing trainees (if you think his skills are not good enough) and Exit.

Alternatively, clicking on any of the names will show the details of that player, including his contract expiry date, date of birth and skill evaluation.

All trainee's contracts expire on their seventeenth birthday. When this date is reached you must decide on the player's future with the club. The choice will be given to either release the player, offer a full contract, or remain a trainee. The player will then decide to either accept your offer, or leave the club.

A player may only remain a trainee until the age of twenty one, after which they may decide to leave the club.

Negotiating Contracts

When settling a full contract you must decide between monthly or yearly, length and the salary figure per annum, although trainee players are not too demanding due to their enthusiasm on joining the first squad.

(b) Transfers

i) Loan in - You may enquire with any club with a view to loaning one of their players at any time, although the loan depends on many circumstances. The player will not join your club if he is one of the top players and required for his team. If the club is quite a distance and he doesn't wish to travel, or if he is required to drop down a number of divisions.

You may only loan five players per season, with only two at one time.

The minimum loan period is twenty eight days, with a usual maximum of three months. In special circumstances this may be increased with league permission.

ii) Transfer Player - placing a player on the transfer list alerts other clubs to his availability and so increases the number of incoming bids. When selecting this option you will be required to enter the price you expect to receive for the player. See the pricing table for average figures.

iii) Bid for player - You may make an offer to any club for one of their players whether he is on the club's transfer list or not. The chances of buying him when not on the list however, are more unlikely, particularly if the player is one of the most valued at the club.

If the club agrees to the sale, you must negotiate a contract with the player in question. Be sure to offer an attractive package or the player will turn you down. Do not try to offer too high a price however, or your board of directors will veto the move.

iv) Examine bids - This allows you to view all offers from other clubs for your players. These may or may not be on the transfer list. Clicking on a player's name will show any interested clubs and the figure they are offering. A further click on any of these will allow you to enter into negotiations with that club. Click on the relevant icon to accept or reject the bid or exit. Exiting will leave the club hanging on, but they may drop their bid in this circumstance.

v) Examine transfers - Click on this option to view transfer-listed players from all clubs, along with their price.

Notes for transfers

When a player is signed, a period of twenty four hours must pass before he is eligible to play.

A player's fee is governed by a number of factors. Mainly this will be down to his overall skill, but the age of the player will also be taken into account, e.g. a player over thirty years will start to lose some value.

A player over thirty three years who has served with the club over five years is automatically entitled to free transfer and may choose to leave. Alternatively he will choose to stay until retirement.

Your cash available is shown when bidding for players. This figure will not necessarily increase as you earn money through transfers however, and full amounts made may not be added. This is at the discretion of your directors.

The transfer deadline occurs after the third Thursday in March. After this time no transfer activity is permitted until after the end of the season.

c) Scouts

You may send scouts to any match to obtain a report on any team or individual player. The number of scouts available varies depending on the division you are in.

To send a scout on duty click on his name. If he has a report available already this will be shown at this point. Otherwise you will be required to select a team or players for him to watch. The next time this team or player has been in action the scout will report back to you. The scouts duties may be altered at any time. This option is useful for summarising the skills of future opponents, or evaluating a player you may wish to buy.

d) Injuries/Suspensions

Selecting this option allows you to see which players are unavailable for playing due to being injured or suspended. The length of time for which they will be out of action is also shown, although in the case of injuries this is only estimated.

Notes:

There are a number of different injuries a player can sustain, varying in severity. A player may also become ill for varying lengths of time.

In extreme cases a player may be forced to retire through serious injury.

Injuries may be sustained during a match, or through overworking a player in training.

Players collect disciplinary points for receiving a caution or being sent off. When a player amasses twenty one points or over he must serve a two match suspension.

e) Squad

This menu allows you to access statistics and information for your senior squad. Click on any option to view each page.

f) Medical Records

Clicking on any name will show all injuries previously sustained by that player. This page shows the date that the injury occurred, injury type, and the length of time the player was out of action.

g) Re-Negotiate Contract

Players may be offered a new contract at any time. All contracts expire on June 30th so for example, offering a one year contract on June 1st 1992 means it will expire on June 30th 1993. Players will choose whether to accept or reject your offer.

Statistics Icon

- a) Fixtures
- b) Cup Draws
- c) Tables
- d) Top Scorers
- e) History

a) Fixtures

Selecting this allows you to view cup and league fixtures and results for any team in the league or conference. Alongside each fixture the match type is given as:-

"LGE" - LEAGUE MATCH
"RUM" - RUMBELAWS LEAGUE CUP
"ZEN" - ZDS CUP
"AGT" - AUTOGLASS TROPHY

b) Cup Draws

Click on the required competition and view the fixtures for the current round.

c) Tables

Displays the league table for any of the five divisions. Select the required division by clicking on the relevant icon. The top section of the table is shown first and clicking on the "NEXT" icon will toggle between top and bottom.

d) Top Scores.

Shows the highest scoring players for each division, with a breakdown of totals for various competitions.

e) History

Displays a record of your club's performance in league and cup over the previous five seasons.

Manager Icon

- a) Diary
- b) Status
- c) Resign
- d) Discipline

a) Diary

This is the page that the game revolves around, as it is from here that you advance and play out the day's events. The diary shows two weeks at a time, with passed dates hatched in red. At the bottom of the screen are the following icons:-

i) Advance

Clicking on this will play out the events planned for that day, be they training, a match, matches involving other teams or transfer movements.

ii) Training

Clicking on this will highlight the icon, and a further mouse click over any of the dates displayed (but not passed) will add a training session to that day, whilst clicking on a training date will remove that entry. See "Notes on Training" for further explanation.

iii) Friendly

During the close season you may arrange a friendly match with any team by clicking on this icon. With the icon highlighted, select a date to play the match as you would do for training. Next, select the opposition and venue, and the response of the team will be given, but a club may decline your request for a number of reasons.

Notes On Training

After advancing a day that has been set for training, you must decide whether you wish to train the team or an individual player. Once chosen, two further options must be selected to determine the type of programme you wish to carry out.

Team training affects the whole team in the same areas, player training is used if you spot a weakness in any part of the player's skills. Over-use of player training however, may be detrimental to the player's skill levels.

Be sure to train regularly, i.e. at least three times a week, to maintain full fitness levels.

Training is not necessary in June as this is a rest month, however, full training must be resumed in July, as well as the playing of friendly matches, to prepare fitness levels for the coming season which begins in August.

b) Status

This is a personal record of your managerial career, as well as an assessment of your progress. The first page displayed shows your current statistics, and clicking on "NEXT" will display your history.

c) Resign

You may resign from your job at any time by selecting this option. First confirm your decision and then decide whether you wish to apply for a new job or retire. Should you retire, you will be returned to the very beginning of the game.

Choosing to apply for a new job brings up a list of clubs who are prepared to grant you an interview. Click on any of these to join the club.

d) Discipline

Players may be fined for various offences, the amount being set by you (maximum 7 days wages). If these are set incorrectly players will offend more frequently and in greater numbers.

Options icon

Accessing this icon allows you to save out your game position to disk.

MATCH DAY

After advancing the date on your diary, you will either be shown a list of fixtures that are to be played on that day, or you will proceed to the

next day.

The list of fixtures may be scrolled up and down using the arrow icons, and a match selected for viewing by highlighting the relevant fixture and clicking the mouse button. Should your own team be playing you will notice that the fixture is printed in yellow text for easier identification. Alternatively, if you do not wish to watch any match, and see the days results only, click on the "EXIT" icon at the bottom of the screen.

Formation Selection

The next task, assuming your own team is playing, is to select the formation you wish to adopt. Click on any of the icons to choose the formation you require and you will proceed to team selection.

Team Selection

On the left of the screen you will see a list of all your players, including trainees, which may be scrolled using the arrow icons, and on the right, the positions that must be filled. These will vary depending on the formation you picked.

To designate a player to a position, and pick him for the team, move the pointer over his name, and click the mouse button to turn his name yellow. You must now click on the position that you wish him to play by moving the pointer to the relevant text and clicking once again. The position text will then turn green and an abbreviation of the position will appear by the side of the player's name. De-select a player by clicking on his name once again. Players who are unavailable for selection, due to injury or suspension, will appear in yellow.

When all thirteen positions are filled, click on the "EXIT" icon at the bottom of the screen to proceed. You will

then be taken to the match itself, or be shown the result.

The Match

To begin the match, click the left mouse button, and the players will run onto the field. Click the mouse button once again for instant team set-up. You can now sit back and watch the action. Should you wish to speed up the game, hold down the right mouse button and the clock will accelerate. Do not worry about the black screen, as this is done to speed up the match further.

To substitute a player at any time, hold down the left mouse button, and you should be shown a list of the players who are on the field, as well as the names of any unused substitutes. If both substitutes have been used, then you will be shown a team list at this point. If this does not occur, then just keep the mouse button held, until the ball is in play. To make a substitution move the mouse pointer to the player's name who you wish to remove, and click with the left button. The name should then be highlighted. Next, click on the name of the substitute who you wish to replace him with, and the player's name will appear beneath it. To cancel your selection click on the player's name with the right mouse button. When you are happy with your selections, move the pointer over the player's names, and press the right mouse button to return to the match. At the next suitable break in play the substitution(s) will be made. Obviously, if you are watching a game not involving your own team, you will not be able to make substitutions.

Post Match

When the match is over, after viewing your match result you must give your reaction to your team's performance by selecting from the team talk menu.

Be sure to give the correct response to avoid complacency or lowering of morale.

Should the press get wind of a potential story from your reaction, and you have been present at the match, then you must make a further comment to reporters by selecting from the press conference menu. You will then be shown the day's results and local newspaper sports headlines before returning to the diary screen.

PRICING CHARTS

The following tables are for reference when buying or selling players, or offering contracts.

Transfer Fee Chart

DIVISION	VALUE RANGE
Premier Division	250,000 - 3,000,000 +
Division 1	70,000 - 500,000
Division 2	30,000 - 85,000
Division 3	25,000 - 60,000
GM Conference	1,000 - 10,000

Wage Chart

DIVISION	SALARY RANGE
Premier Division	90,000 - 150,000
Division 1	30,000 - 50,000
Division 2	14,000 - 27,000
Division 3	13,000 - 18,000
GM Conference	6,500 - 10,000

Please note that the above figures are only an indication of usual figures, and as players vary in age and skill in all divisions, figures outside of the ranges may be acceptable.

When required to input a signing-on fee, this is worked out at 5% of the transfer figure.

SECTION TWO - INTERNATIONAL MANAGEMENT

LOADING THE GAME

Amiga & Atari ST

Ensure your computer is switched off before loading. Turn on the computer and insert disk two into the drive. The game will autoboot.

Note:

The international section may only be played upon completion of section one of the game. To attain this you must work your way to the top of the Premier Division, and finish the season in one of the top five positions to become manager of England. Upon completion of Section One you must insert either a blank disk or a saved game disk into your internal disk drive, ready to save out your personal password. You must also write this password down and keep it safe, as it will be required to enable you play Section Two. Click on "SAVE PASSWORD" to write it to your disk.

STARTING THE GAME

When prompted, insert the disk containing your saved password, and enter the same password using the keyboard when prompted. The game will now begin in the same way as Section One.

THE MAIN MENU

This is the same as the main menu in Section One, but the icons now access slightly different functions, as detailed below:

Players Icon

- a) Scouts
- b) Injuries/Suspensions
- c) Squad

a) Scouts

As in Section One, these may be sent to watch league matches to assess player performance and ability.

b) Injuries/Suspensions

This option shows all the players in your squad of twenty, who are unavailable to play due to injury or suspension.

c) Squad

Your squad consists of twenty players selected from Division One, Two, or International clubs, and may be altered at any time. The squad menu consists of the following options:

i) Goalscorers/Appearances - Players who have been picked to play matches will have their goal-scoring records shown here with a breakdown of match types. These include friendly (FR), Rouse Cup (RC), European Championship Qualifiers (ECQ) and European Championship Finals (ECF).

ii) Player Report - You may instantly view a report on any player currently selected for your squad. Information given is the same as for reports given in Section One.

iii) Change Squad - To replace any player in your squad with another, follow the on-screen prompts to select the player to remove and the player to add. Players may be unavailable for selection for a number of reasons.

iv) View Squad - Shows the players selected, and the number of each type of player.

Statistics Icon

- a) Fixtures
- b) League
- c) Tables

a) Fixtures

As in Section One, this shows match type, date, opponent, venue and results of England matches.

b) League

Accesses information on Division One and Two of the Football League. Includes league tables and fixtures/results of any club, as well as top scorers.

c) Tables

After selecting the relevant group, further selections may be made to view the league table, top scorers or fixtures/ results.

Manager Icon

- a) Diary
- b) Status
- c) Resign

a) Diary

The diary screen is the same as in Section One, with the absence of training and friendly set-up, as friendly matches are organised in advance by the F.A..

b) Status

Shows your personal details and achievements.

c) Resign

This serves as a quit game option.

Option Icon

- a) Save Game
- b) Format Disk
- c) About

The Competitions

Your main task as England Manager is to qualify for the European Championship finals in Sweden 1992. To achieve this you must play a number of qualifying matches, based around a seven group format. Each

team must play the others home and away, with two points given for a win, and one point for a draw. The top team in each group goes through to the finals along with the hosts, Sweden.

The first stage of the Championship finals is also played in group format, with two groups of four teams. After playing each team in the group once, the top two teams go through to the knockout stage.

As well as European Championship matches, your team must also play a number of friendly matches, to allow you to experiment with player selection and team tactics.

GRAHAM TAYLORS SOCCER CHALLENGE - GAME TIPS

Training

For optimum results, train four times every week (a diary page) and use team training as often as possible. Select your training method carefully as each programme will have different effects on your player's skills i.e. circuit training for stamina, outdoor game for overall skills/set piece practise, or indoor game for passing.

Avoid prolonged use of one method, as this can have a detrimental effect on player's morale and may also lead to injury.

During June you may give your players the break they deserve, so missing training during one month will not harm your player's skill levels. You must resume training in July however.